

Machine Learning: V

- NN to process sequential data
 - Recurrent NN
 - LSTM & GRU
- Generative NN models
 - Autoencoders
 - GANs
- Take-home messages

Generative Adversarial Networks

- Target: obtain a model for $p(x)$, then we can sample data from it.

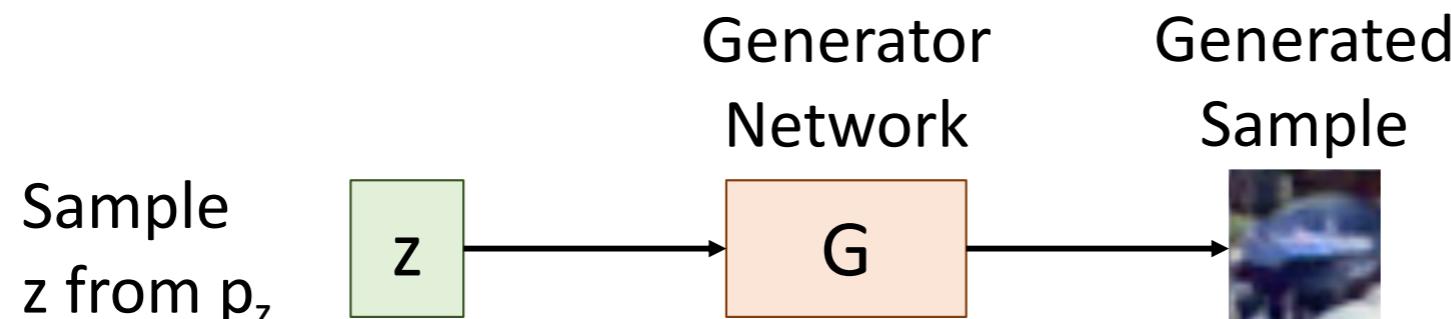
Generative Adversarial Networks

- Target: obtain a model for $p(x)$, then we can sample data from it.

Idea: Introduce a latent variable z with simple prior $p(z)$.

Sample $z \sim p(z)$ and pass to a **Generator Network** $x = G(z)$

Then x is a sample from the **Generator distribution** p_G . Want $p_G = p_{\text{data}}$!



Train **Generator Network** G to convert
 z into fake data x sampled from p_G

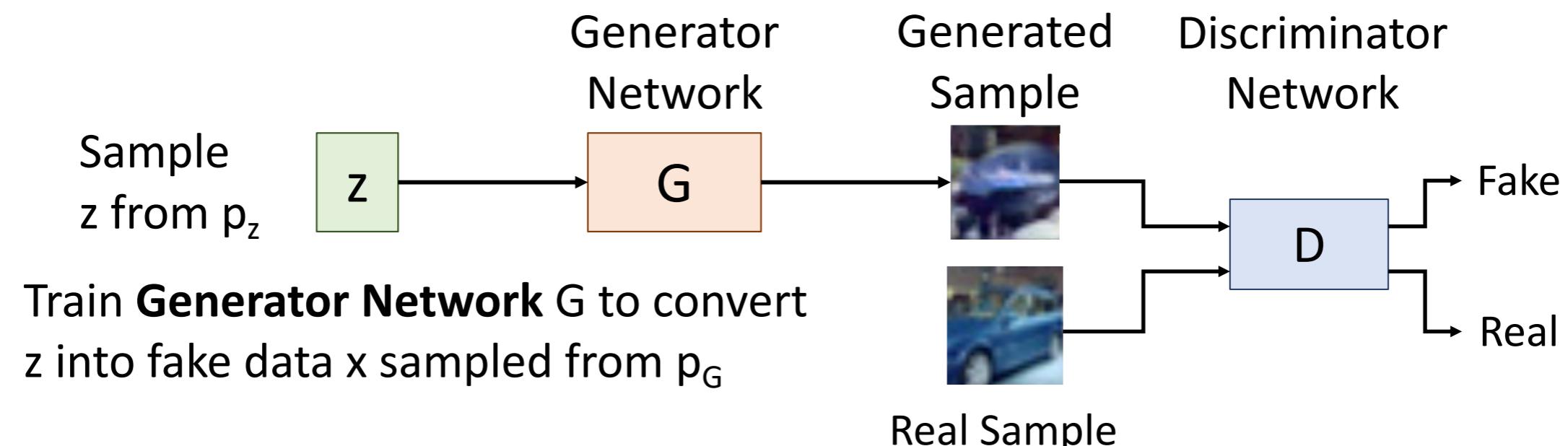
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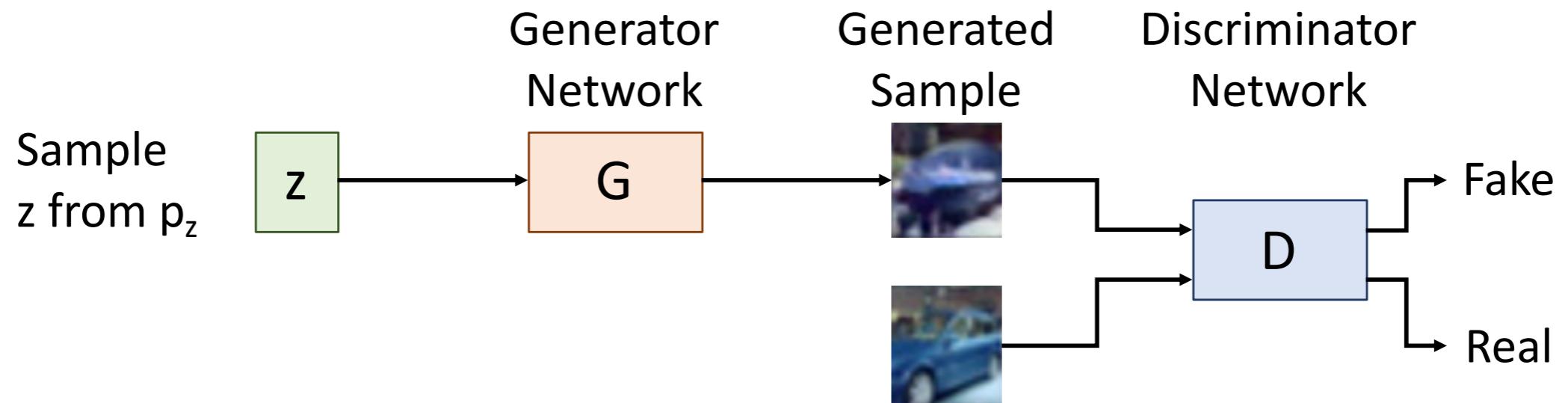
Then x is a sample from the **Generator distribution** p_G . Want $p_G = p_{\text{data}}$!



The key idea is to train a discriminator to classify fake and real data.
A good generator should fool the discriminator to make its accuracy low:

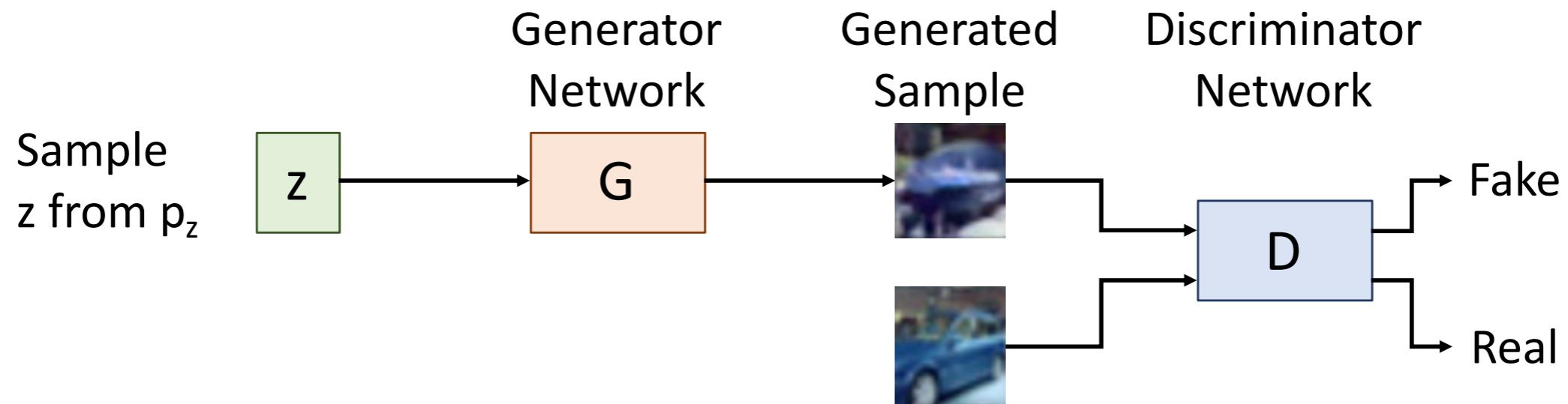
$$p_G = p_{\text{data}}$$

Adversarial Training



$$\min_{\mathbf{G}} \max_{\mathbf{D}} \left(E_{x \sim p_{data}} [\log \mathbf{D}(x)] + E_{\mathbf{z} \sim p(\mathbf{z})} [\log (1 - \mathbf{D}(\mathbf{G}(\mathbf{z})))] \right)$$

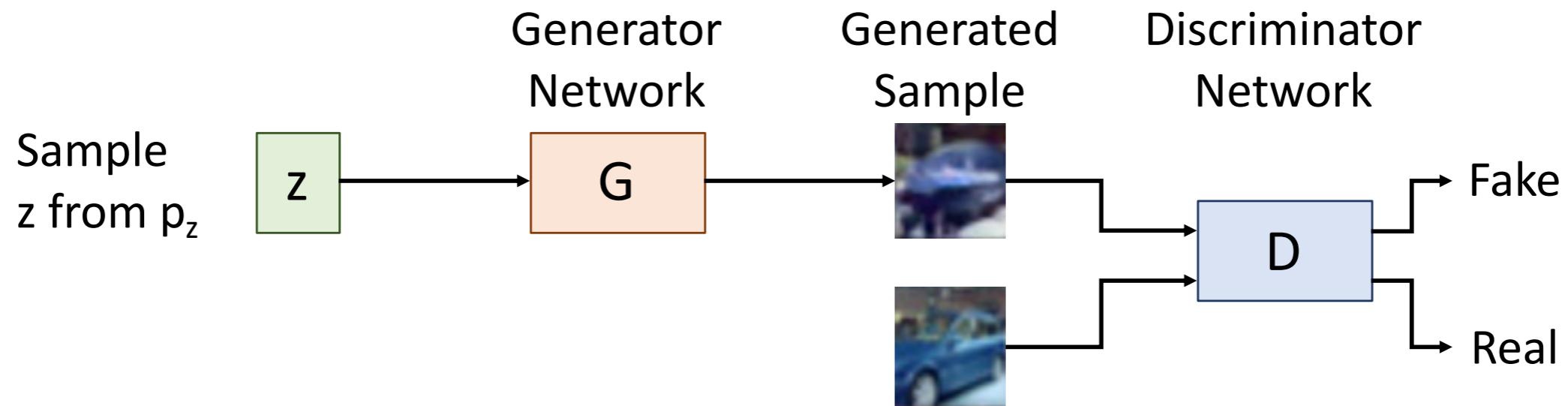
Adversarial Training



Discriminator wants
 $D(x) = 1$ for real data

$$\min_{\mathcal{G}} \max_{\mathcal{D}} \left(E_{x \sim p_{data}} [\log \mathcal{D}(x)] + E_{z \sim p(z)} [\log (1 - \mathcal{D}(\mathcal{G}(z)))] \right)$$

Adversarial Training



Discriminator wants
 $D(x) = 1$ for real data

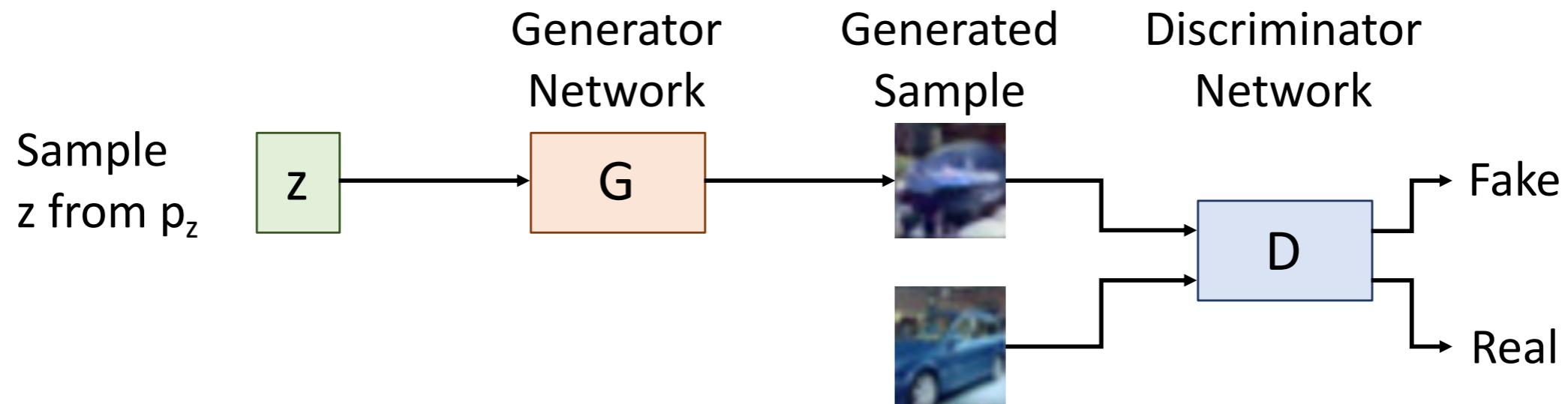
$$\min_G \max_D \left(E_{x \sim p_{data}} [\log D(x)] + E_{z \sim p(z)} \right)$$

Discriminator wants
 $D(x) = 0$ for fake data

$$[\log (1 - D(G(z)))]$$

Generator wants
 $D(x) = 1$ for fake data

Adversarial Training



$$\min_G \max_D \left(E_{x \sim p_{data}} [\log D(x)] + E_{z \sim p(z)} [\log (1 - D(G(z)))] \right)$$

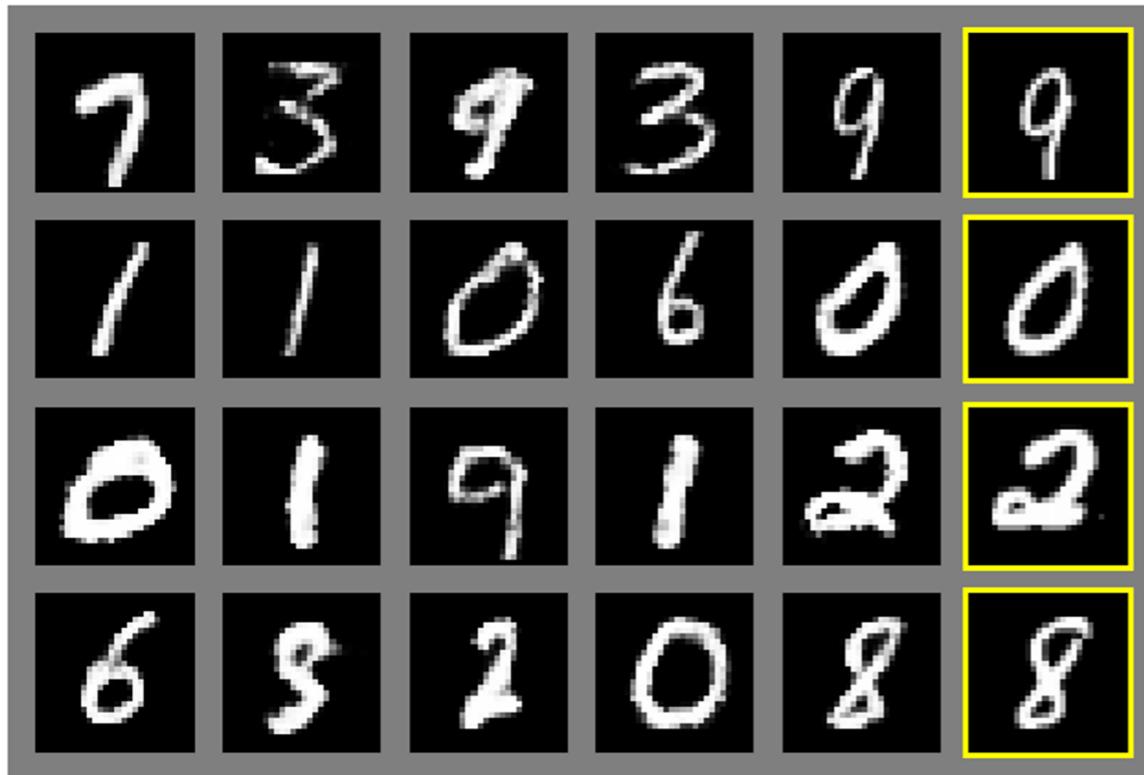
Minimax Game between generator and discriminator

Discriminator wants $D(x) = 1$ for real data

Discriminator wants $D(x) = 0$ for fake data

Generator wants $D(x) = 1$ for fake data

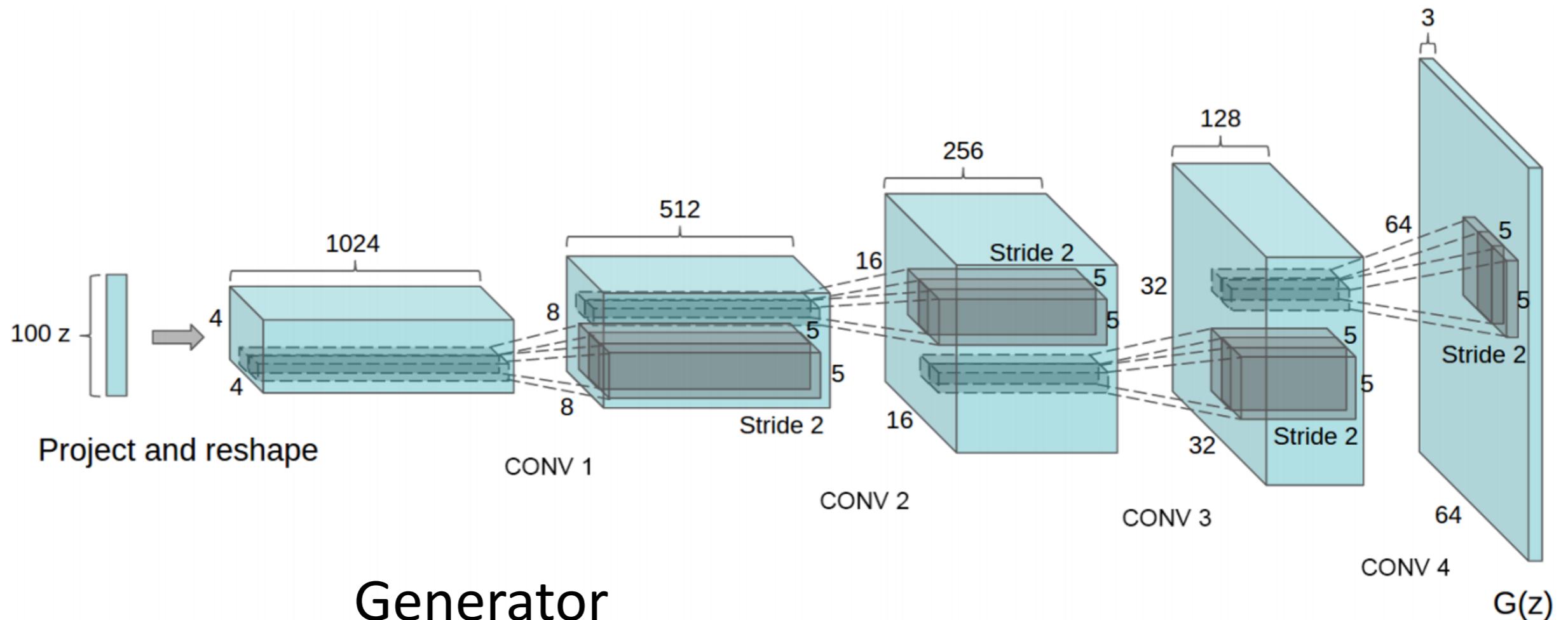
Generation Results



Nearest neighbor from training set

Generation Results

Generative Adversarial Networks: DC-GAN



Radford et al, "Unsupervised Representation Learning with Deep Convolutional Generative Adversarial Networks", ICLR 2016

Generation Results

Generative Adversarial Networks: DC-GAN

Samples
from the
model
look
much
better!



Radford et al,
ICLR 2016

GAN's Latent Space

Generative Adversarial Networks: Interpolation

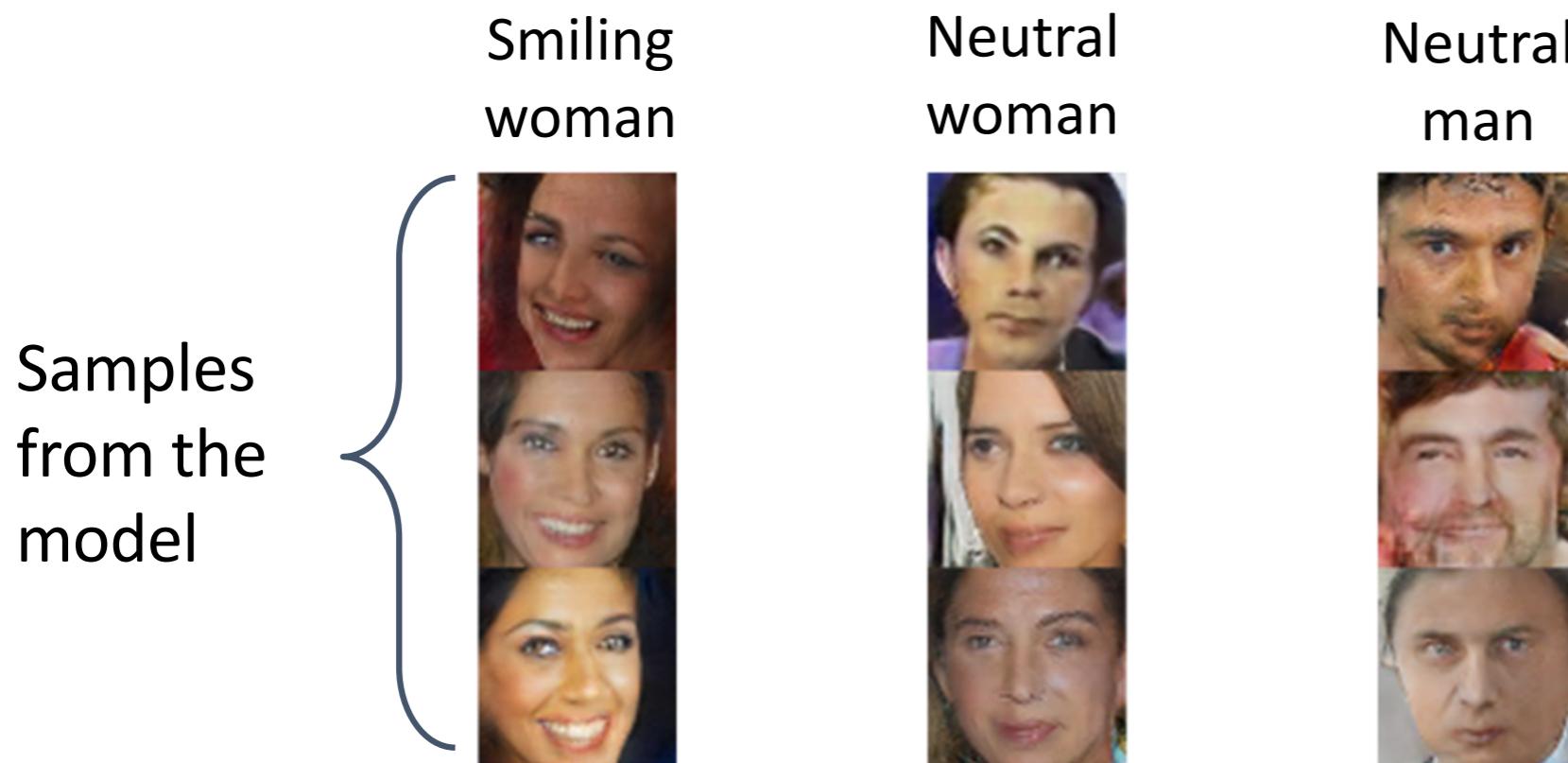
Interpolating
between
points in
latent z
space



Radford et al,
ICLR 2016

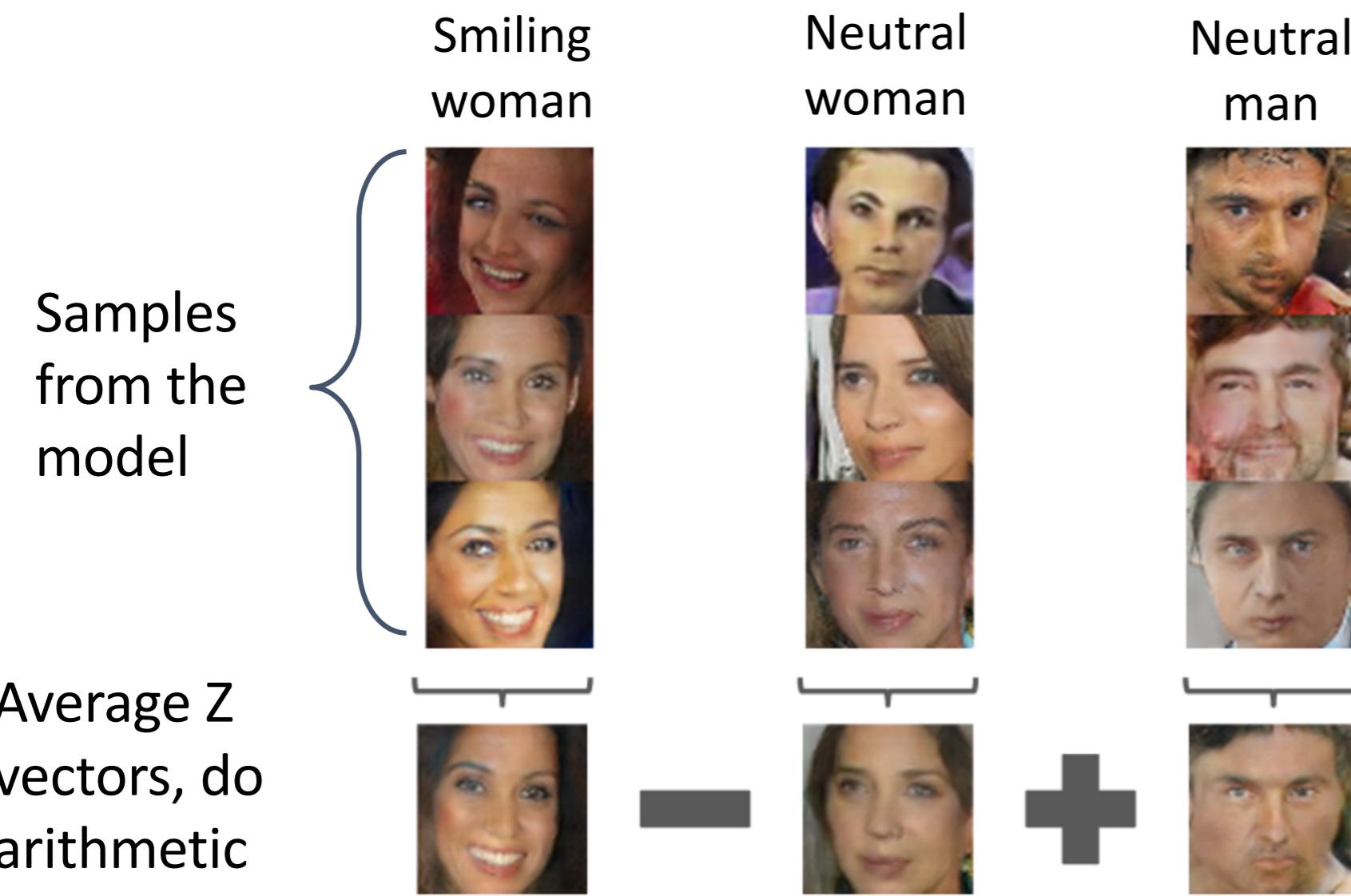
GAN's Latent Space

Generative Adversarial Networks: Vector Math



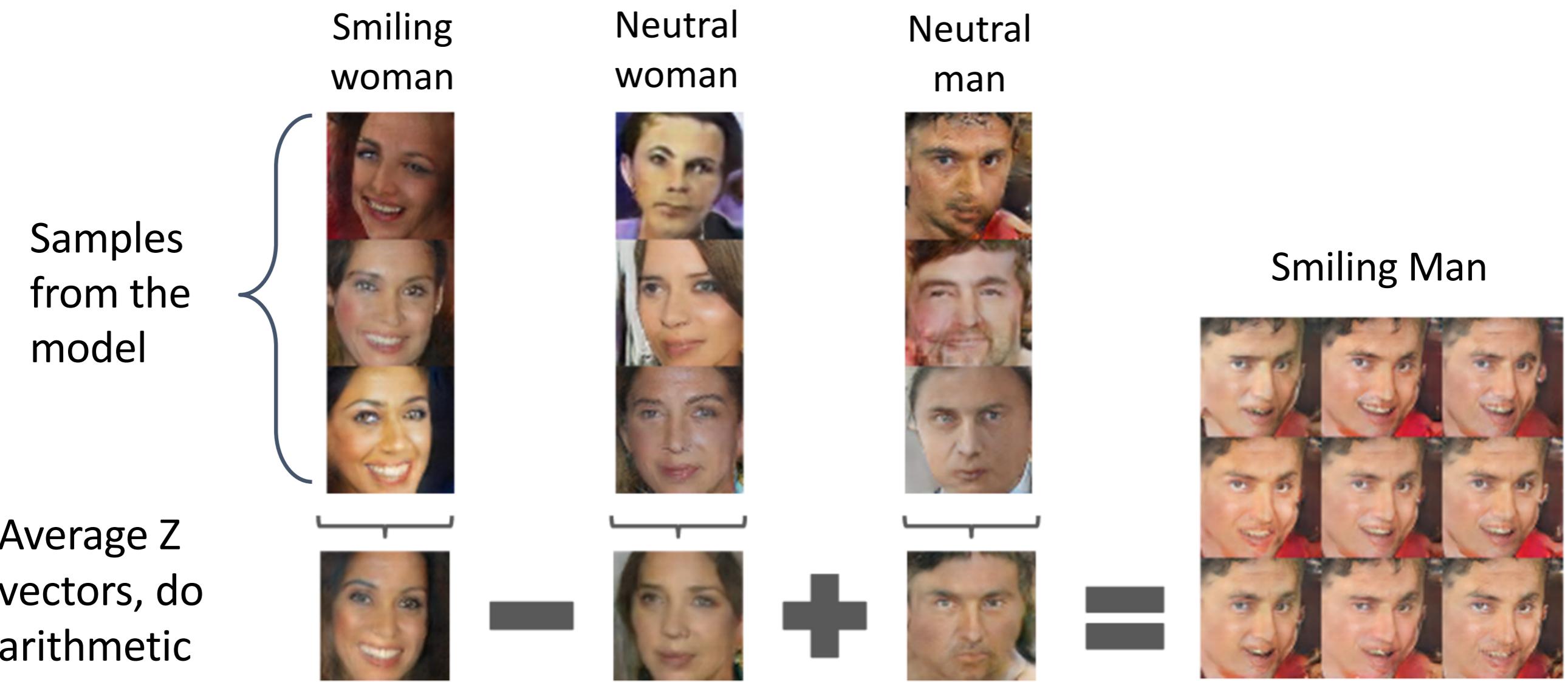
GAN's Latent Space

Generative Adversarial Networks: Vector Math

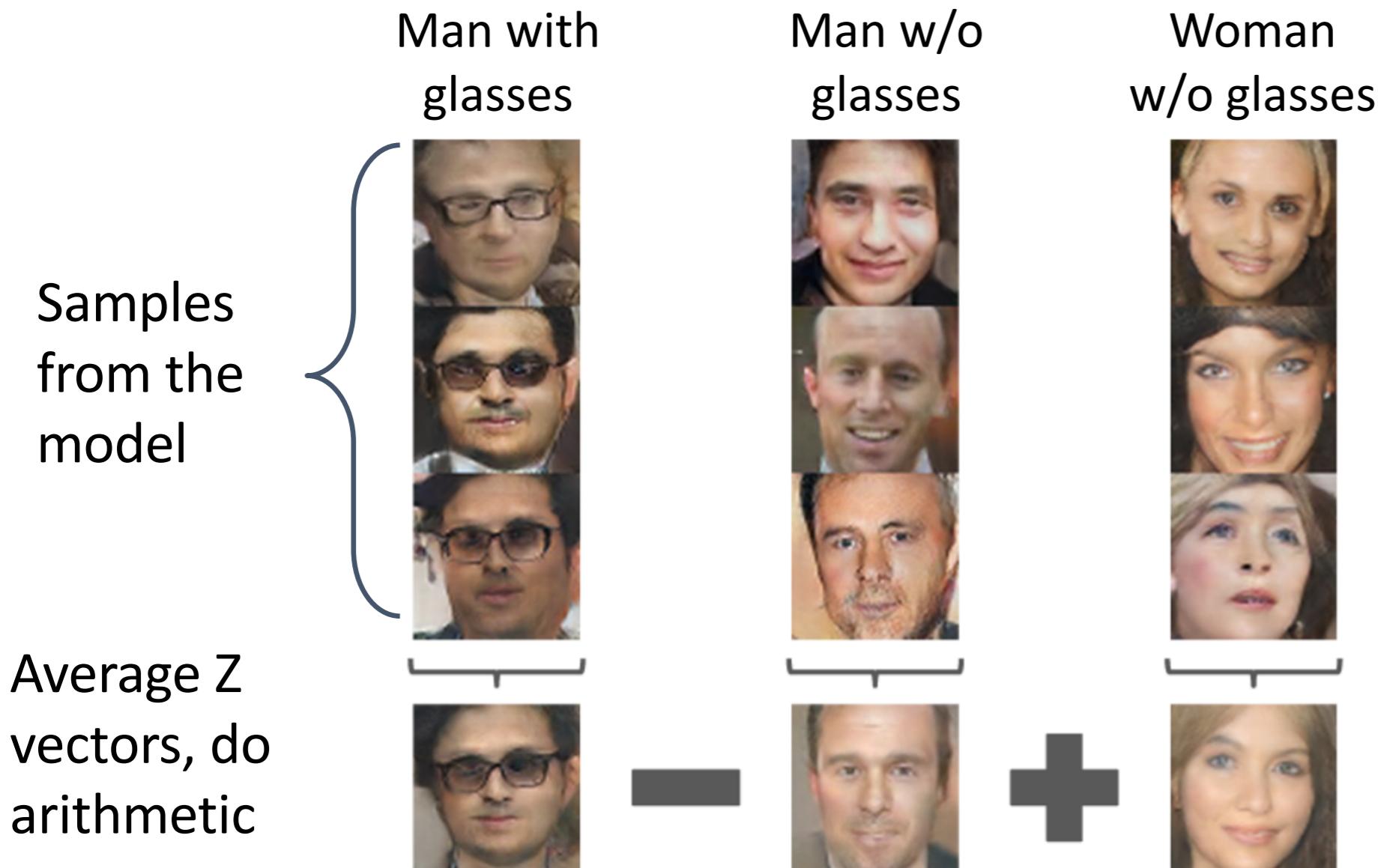


GAN's Latent Space

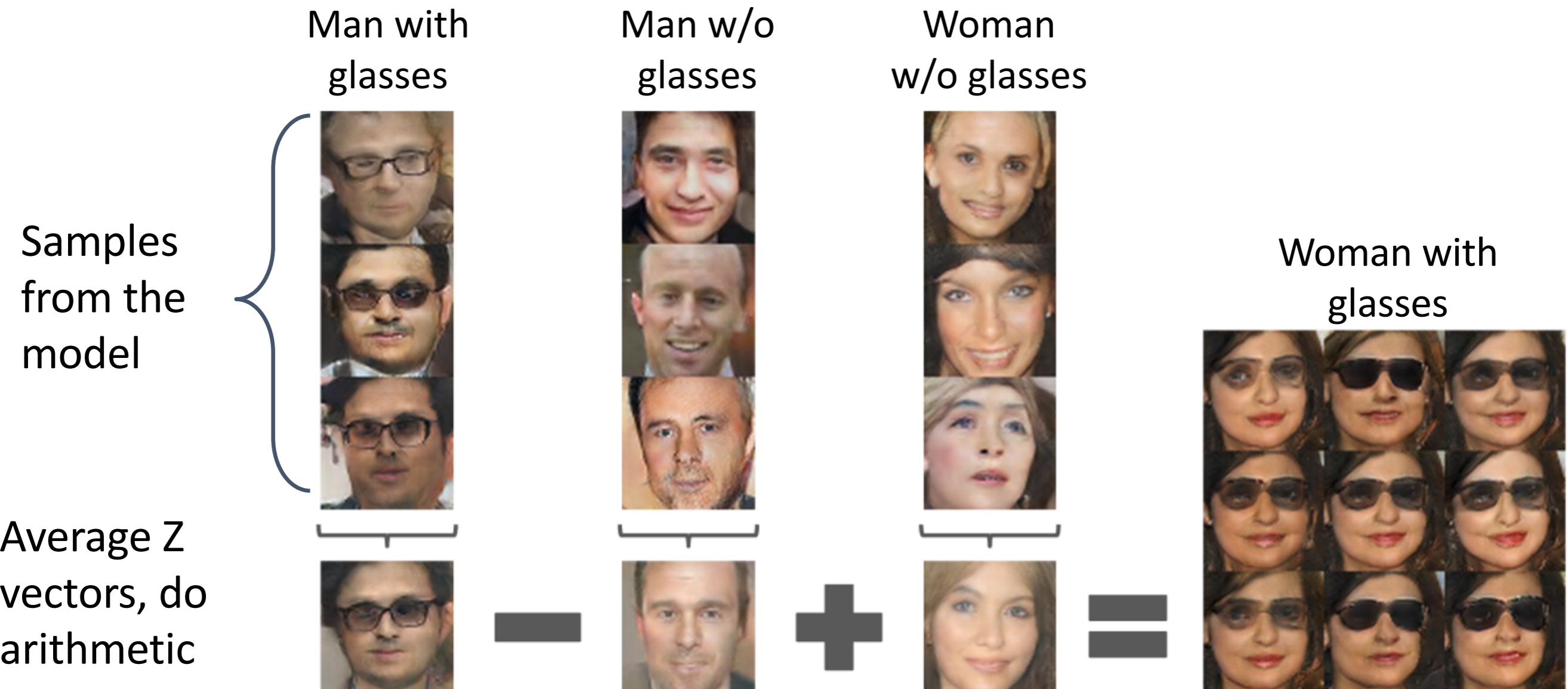
Generative Adversarial Networks: Vector Math



GAN's Latent Space



GAN's Latent Space



High-Resolution Generation

256 x 256 bedrooms



1024 x 1024 faces



High-Resolution Generation

512 x 384 cars

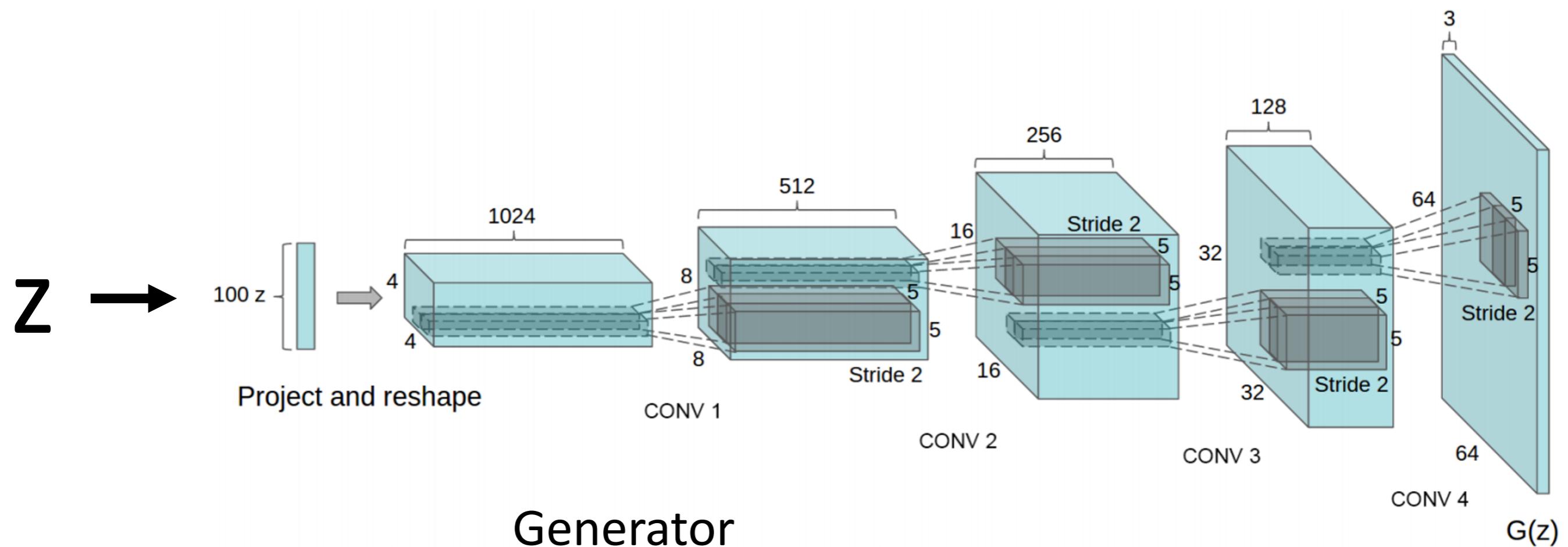


1024 x 1024 faces



Conditional GANs

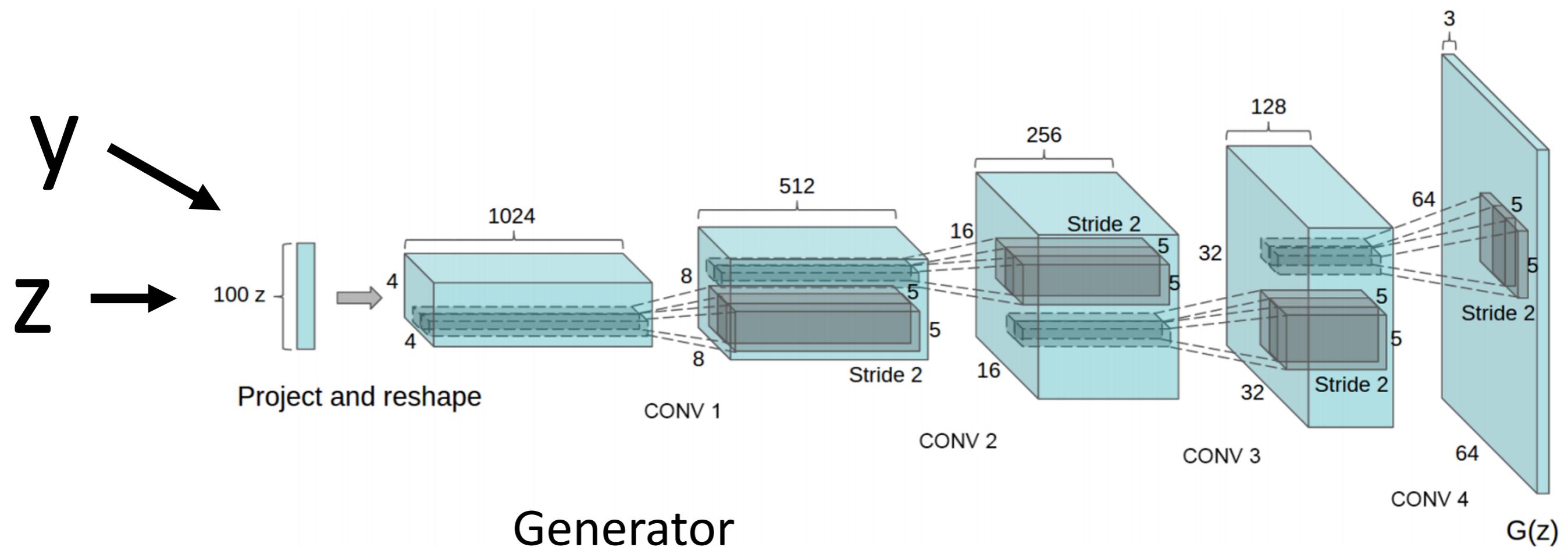
We can also make GAN to generate data under given context y



Radford et al, "Unsupervised Representation Learning with Deep Convolutional Generative Adversarial Networks", ICLR 2016

Conditional GANs

We can also make GAN to generate data under given context y



Radford et al, "Unsupervised Representation Learning with Deep Convolutional Generative Adversarial Networks", ICLR 2016

Text-to-Image Generation

This bird is red and brown in color, with a stubby beak



The bird is short and stubby with yellow on its body



A bird with a medium orange bill white body gray wings and webbed feet



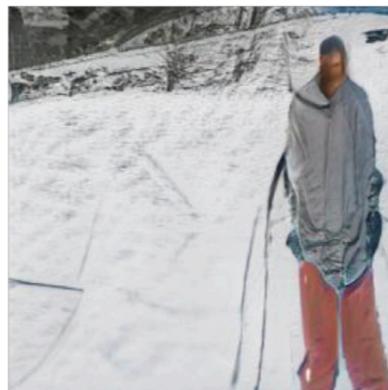
This small black bird has a short, slightly curved bill and long legs



A picture of a very clean living room



A group of people on skis stand in the snow



Eggs fruit candy nuts and meat served on white dish



A street sign on a stoplight pole in the middle of a day



Zhang et al, "StackGAN++: Realistic Image Synthesis with Stacked Generative Adversarial Networks.", TPAMI 2018

Zhang et al, "StackGAN: Text to Photo-realistic Image Synthesis with Stacked Generative Adversarial Networks.", ICCV 2017

Reed et al, "Generative Adversarial Text-to-Image Synthesis", ICML 2016

Image-to-Image Translation

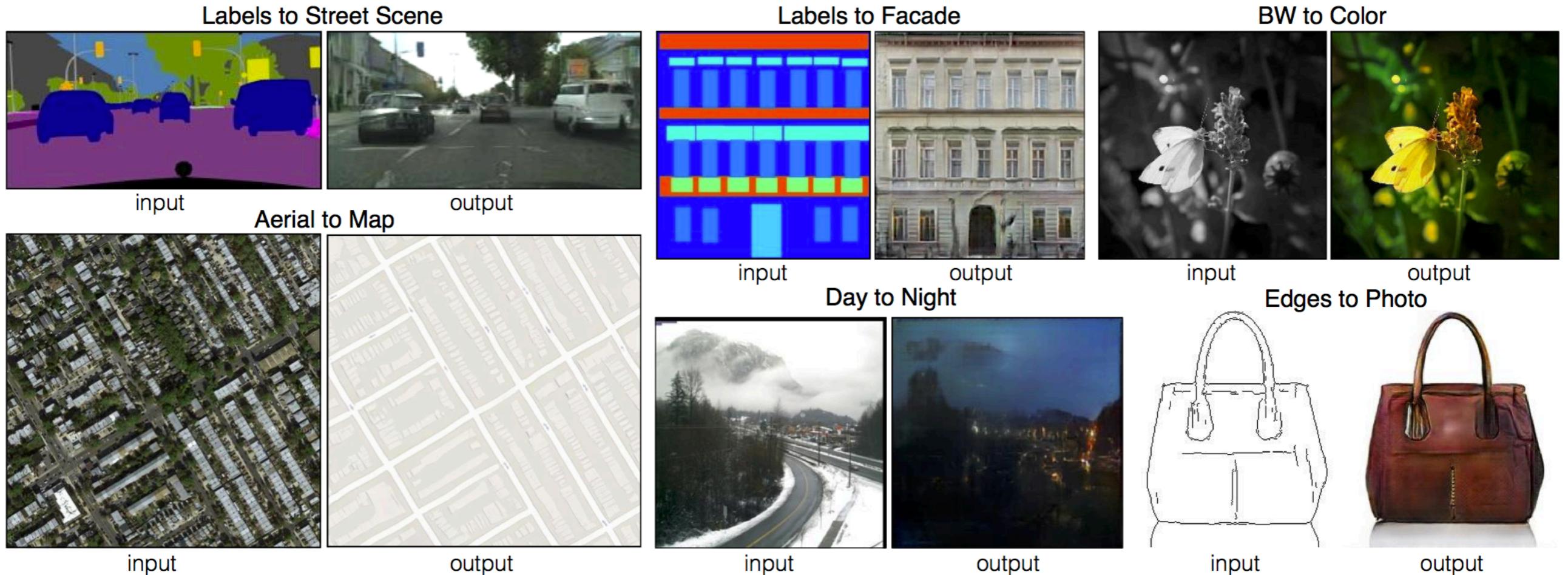
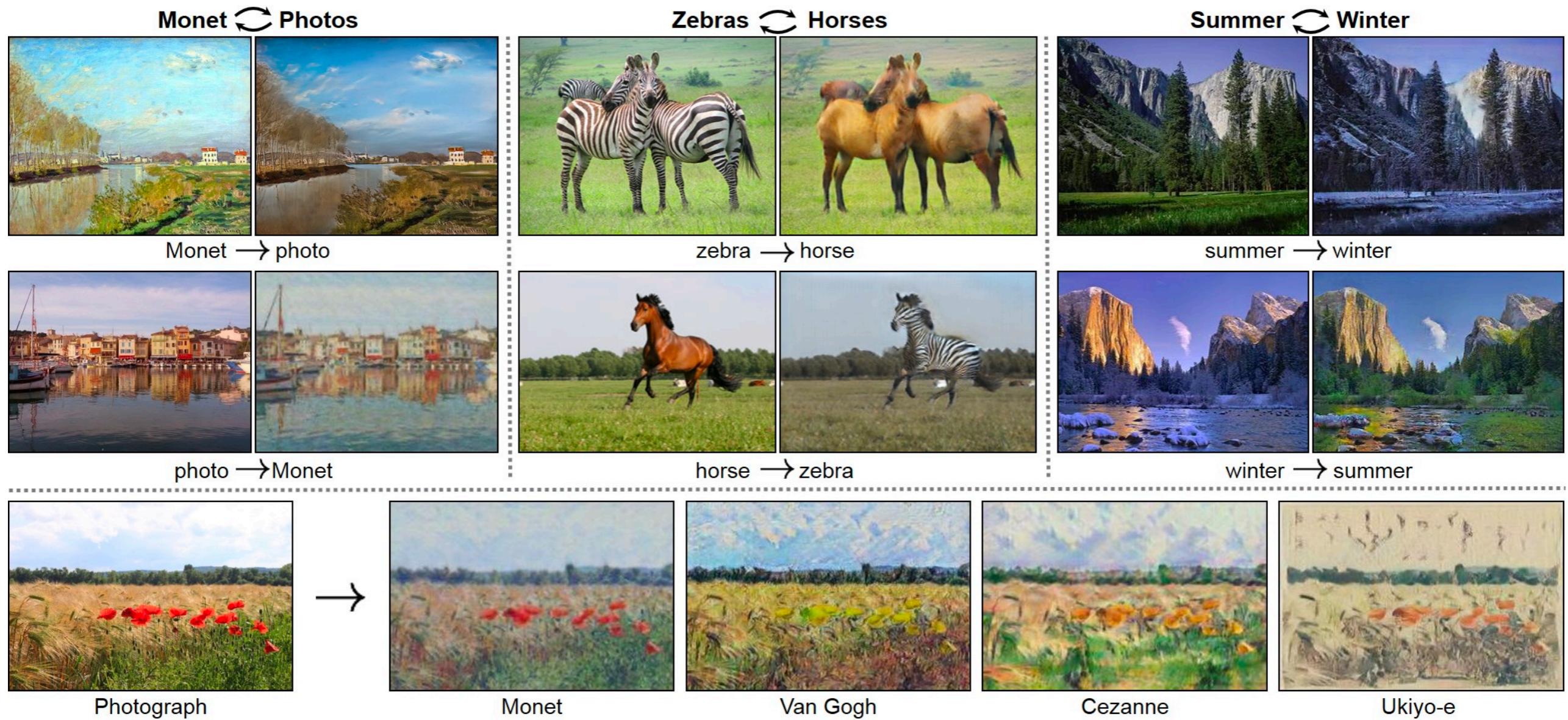


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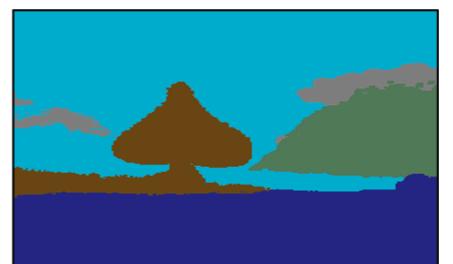


Other-to-Image Translation

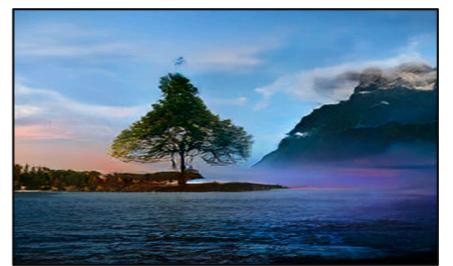
Label Map to Image

cloud	sky
tree	mountain
sea	grass

Input: Label Map



Semantic Manipulation Using Segmentation Map



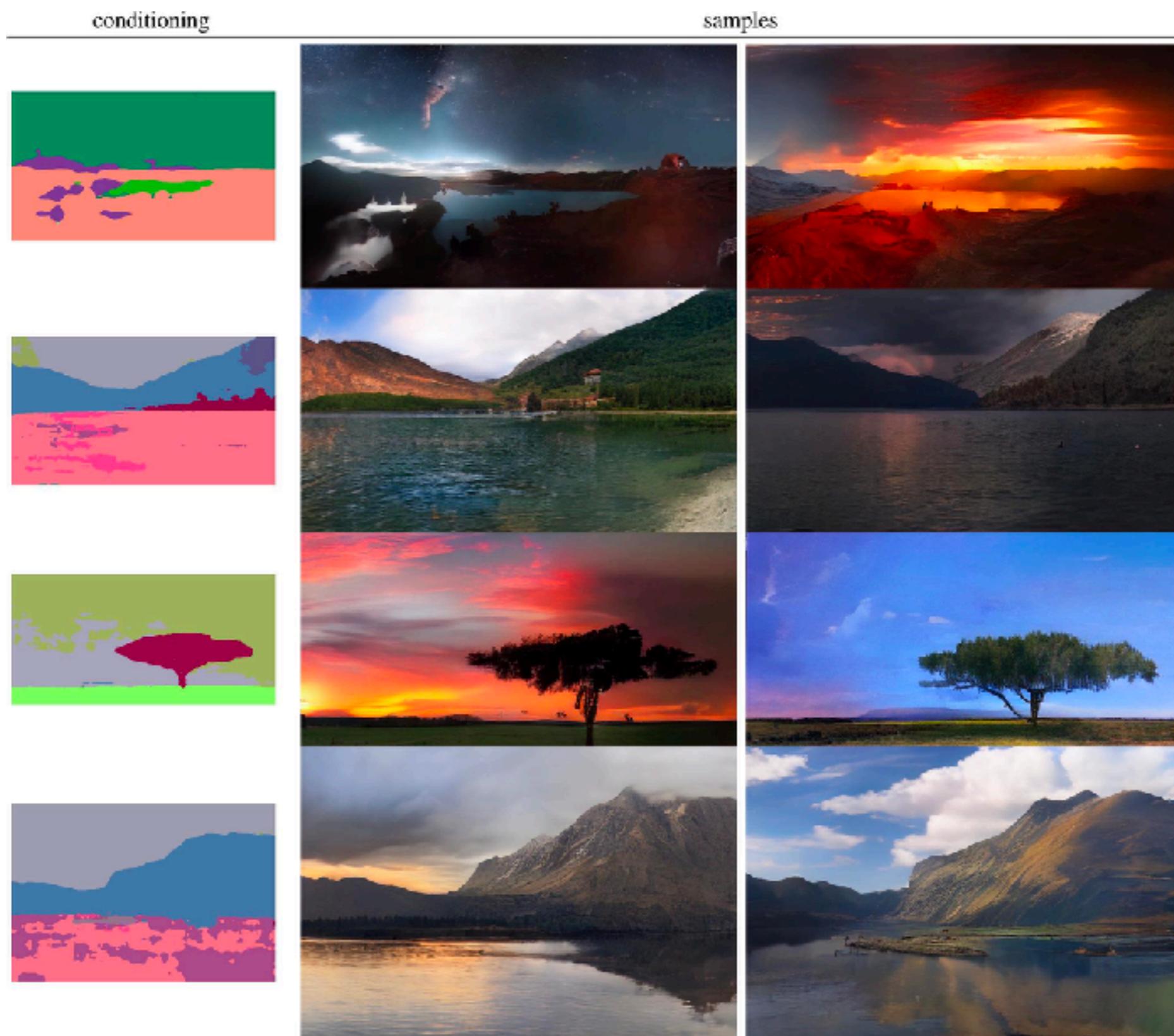
Input:
Style
Image

Stylization using Guide Images

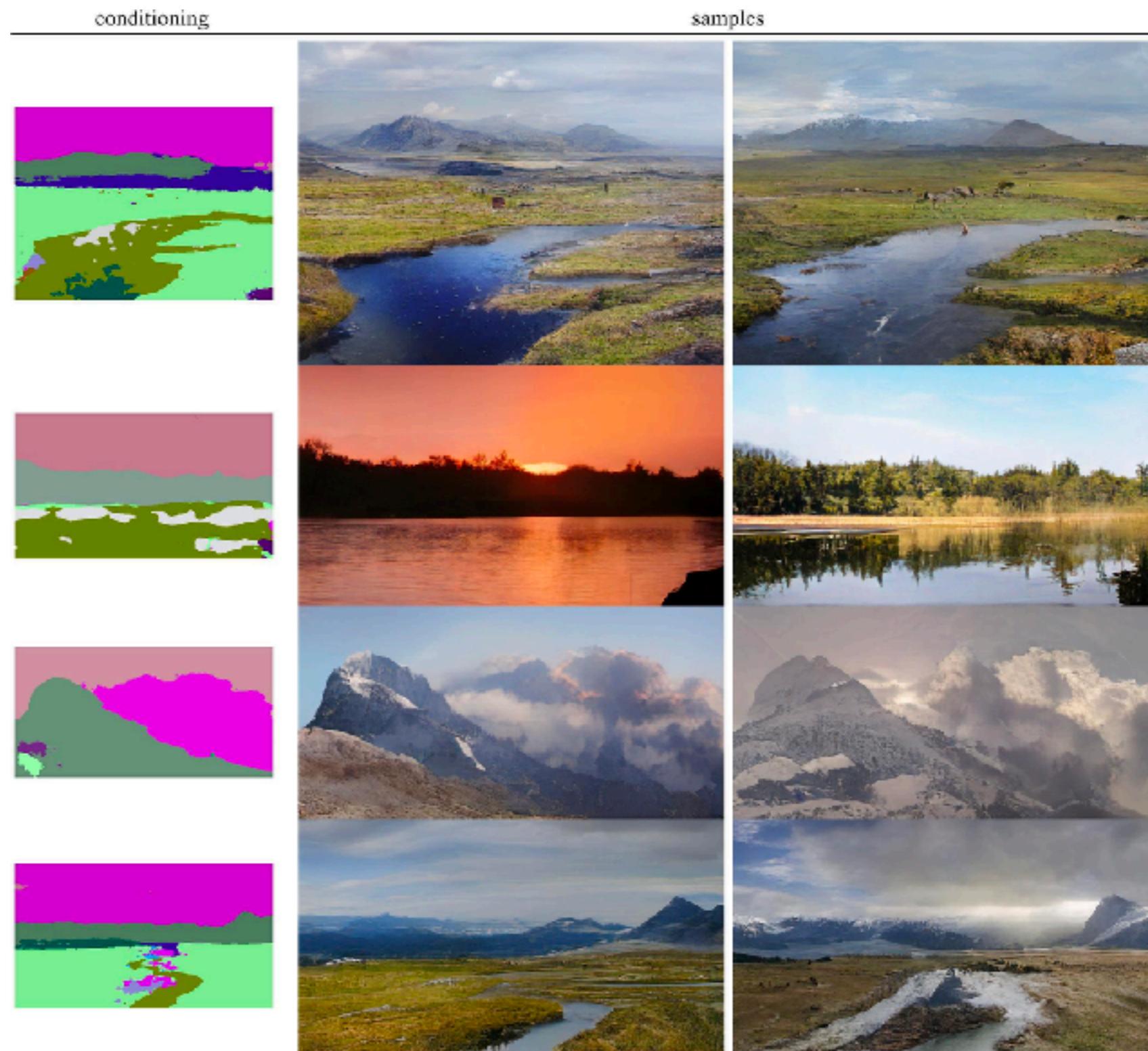
VQ-GAN



VQ-GAN



VQ-GAN



Text-to-Image with Diffusion Model



Sprouts in the shape of text 'Imagen' coming out of a fairytale book.



A photo of a Shiba Inu dog with a backpack riding a bike. It is wearing sunglasses and a beach hat.



A high contrast portrait of a very happy fuzzy panda dressed as a chef in a high end kitchen making dough. There is a painting of flowers on the wall behind him.



Teddy bears swimming at the Olympics 400m Butterfly event.



A cute corgi lives in a house made out of sushi.



A cute sloth holding a small treasure chest. A bright golden glow is coming from the chest.

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Take-Home Messages

- Recurrent neural networks (RNNs) are NNs whose outputs are also linked to the inputs. RNNs have hidden states storing information from a sequence of data.
- The major drawback of RNNs are not stable and not computational efficient. Modern models for sequential data: Transformers etc...
- Autoencoders compress information using an encoder and recover the information with a decoder. Their major advantage is to learn good representation of data from learning to compress and decompress information.
- GANs are based on the idea of adversarial training between generator and discriminator, leading to good generation quality.

Thanks for your attention! Discussions?

Acknowledgement: Many materials in this lecture are taken from Justin Johnson:
<https://web.eecs.umich.edu/~justincj/teaching/eecs498/FA2020/schedule.html>